

SONIC™

- MEGA DRIVE -

#1



Archie
ACTION!
ARCHIECOMICS.COM

SEGA®



CHARACTER SELECT



Welcome to the Sonic Comic Universe — a world unique & beyond what you know from the SEGA games! Take a blast into the past as we return to the Classic Era of Sonic!

SONIC™

- MEGA DRIVE -

THE STORY SO FAR...

HEDGEHOG HEROICS



Sonic the Hedgehog has always been there to stop **Dr. Eggman's** nasty schemes! When Dr. Eggman tried to mine the **Chaos Emeralds** from **South Island**, Sonic found them first!

When the doctor tried to launch the **Death Egg**, Sonic knocked it out of orbit! When the doctor tried to launch it again, Sonic blew the whole thing up! And when Dr. Eggman tried to take control of Little Planet, Sonic found the time to stop him and save **Amy Rose**!



The mustachioed mad man is up to something yet again, and Sonic is out to stop him!

And this time he's going to need even more than just speed to foil the doctor's scheme!

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GREEN SEASIDE ZONE

MEGA DRIVE

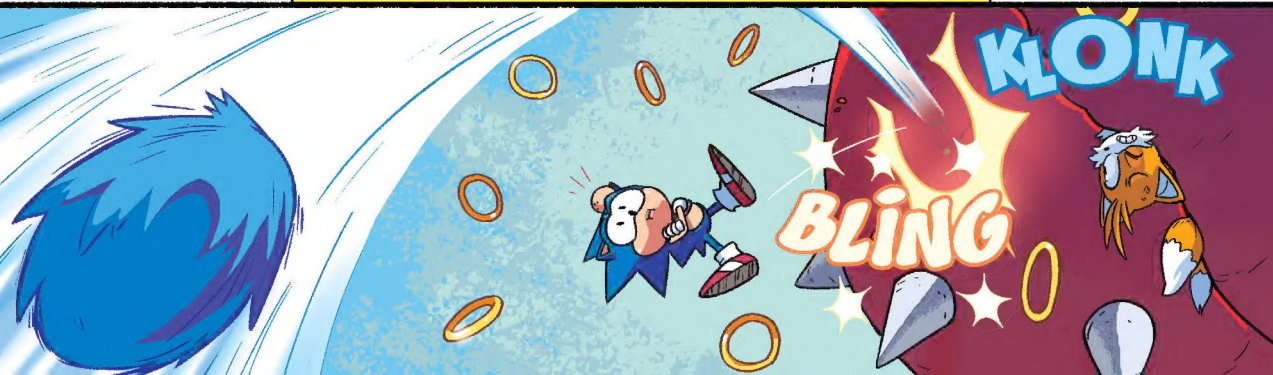
ACT ONE

HEY, TAILS!
WHAT ARE
YOU DOING
HERE? ASIDE
FROM BEING
MENACED,
I MEAN.

NEVERMIND--
YOU CAN TELL ME
AFTER I TRASH
THIS THING!

NO! SONIC!
WAIT!

Writer: IAN FLYNN / Line Art: TYSON HESSE / Colors: MATT HERMS
Letters: JACK MORELLI / Cover By: TYSON HESSE / Con Variant By: SEGA
Editor: VINCENT LOVALLO / Editor-in-Chief: VICTOR GORELICK
President: MIKE PELLERITO / Publisher/Co-CEO: JON GOLDWATER
Special thanks to: SANDRA JO, MAI KIYOTAKI and to the
Character Business and Licensing Department at SEGA Corporation



ITS ARMOR
IS TOO STRONG!
BUT IT MAKES IT
REALLY HEAVY!

LET IT TAKE
A SWING AT YOU,
AND THEN GET IN
CLOSE TO HIT ITS
VULNERABLE
EYES!

HIT THE GIANT ENEMY
CRAB IN ITS WEAK
SPOT FOR MASSIVE
DAMAGE, HUH?
TIMELESS.

WHUD

BLAMMO



THANKS
FOR THE
SAVE,
SONIC!

IT'S WHAT I DO.
WHAT ARE **YOU** DOING
TAKING ON SUPER-BADNIKS
ON YOUR OWN?

I HEARD A RUMOR
THAT DR. EGGMAN WAS SEARCHING
THE EASTWATCH ISLANDS FOR SOME-
THING CALLED THE "ANCIENT GEARS"!



I DON'T KNOW
MUCH ABOUT
THEM, JUST
THAT HE PLANS
ON USING THEM
TO RUN HIS NEW
SUPER-WEAPON!

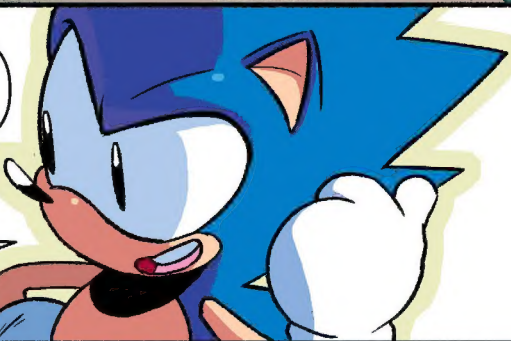


AND HE'S
KIDNAPPING LITTLE
ANIMALS TO POWER
HIS BADNIKS AGAIN,
RIGHT?

HOW DID
YOU GUESS?

SOUNDS LIKE
ANOTHER
RO-BUTT-NIK-
KICKING
ADVENTURE.
YOU IN?

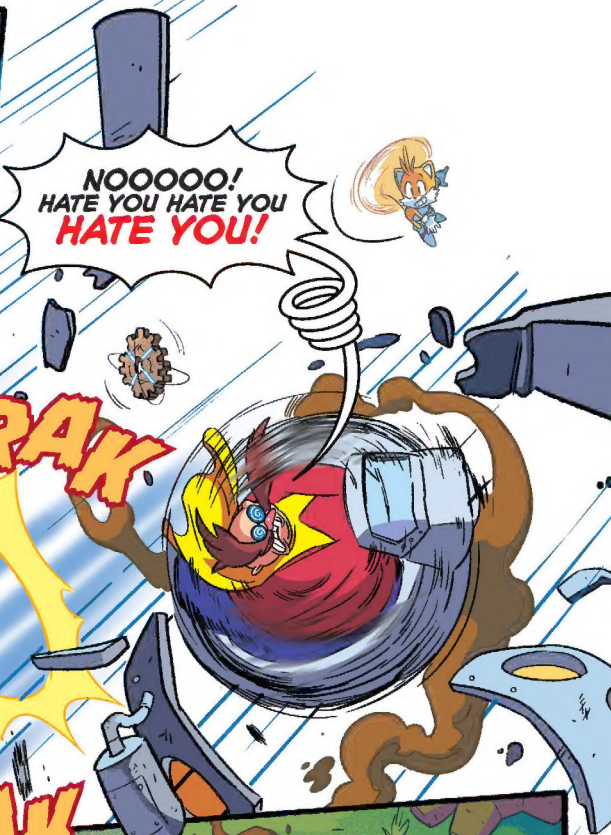
YEAH!
YOU KNOW
IT!





Ahh!
SUCH EXQUISITE
CRAFTSMANSHIP!
DON'T WORRY, LITTLE
ANCIENT GEAR!
I'LL FIND YOUR BUDDIES
AND TOGETHER YOU'LL
POWER MY LATEST,
GREATEST ENGINE OF
DESTRUCTION--
THE MEGA DRIVE!







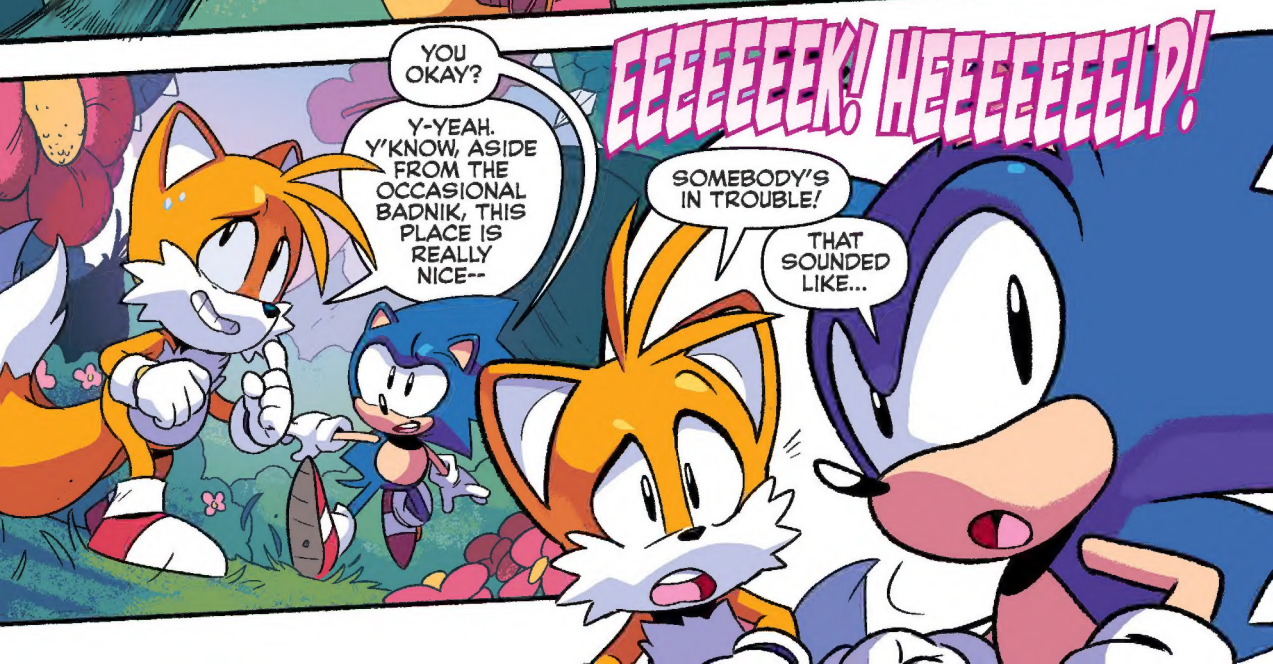
FLOWER PARK ZONE



SNAP

WATCH IT!

POW



YOU OKAY?

Y-YEAH. Y'KNOW, ASIDE FROM THE OCCASIONAL BADNIK, THIS PLACE IS REALLY NICE--

EEEEEEK! HEEEEEEELP!

SOMEBODY'S IN TROUBLE!

THAT SOUNDED LIKE...



AHHH!
GO
AWAY!

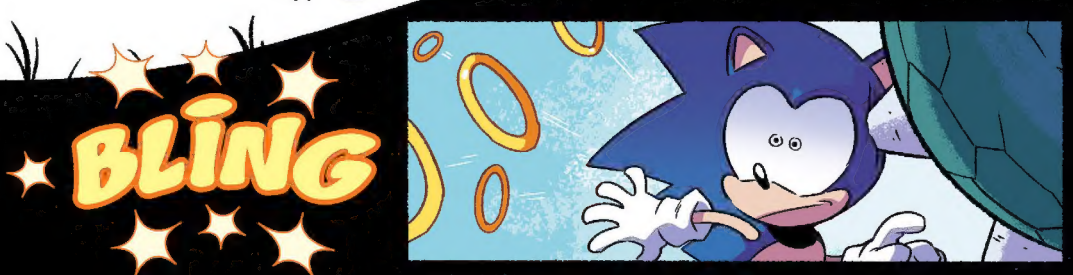
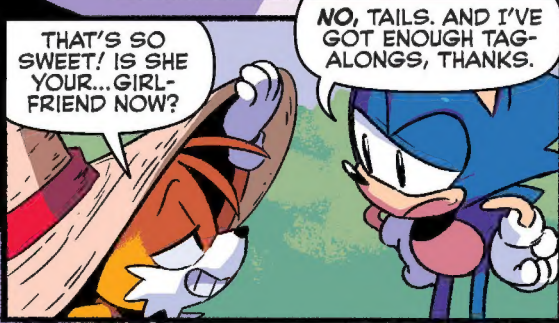
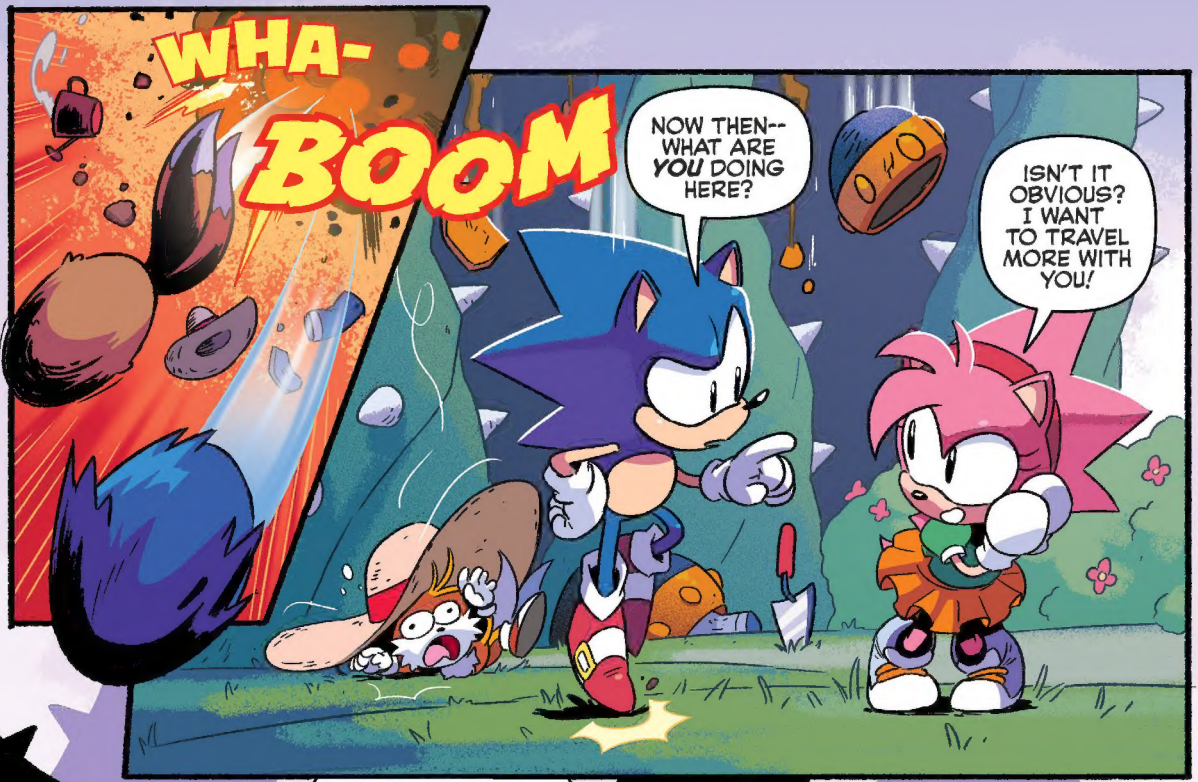
AMY?!

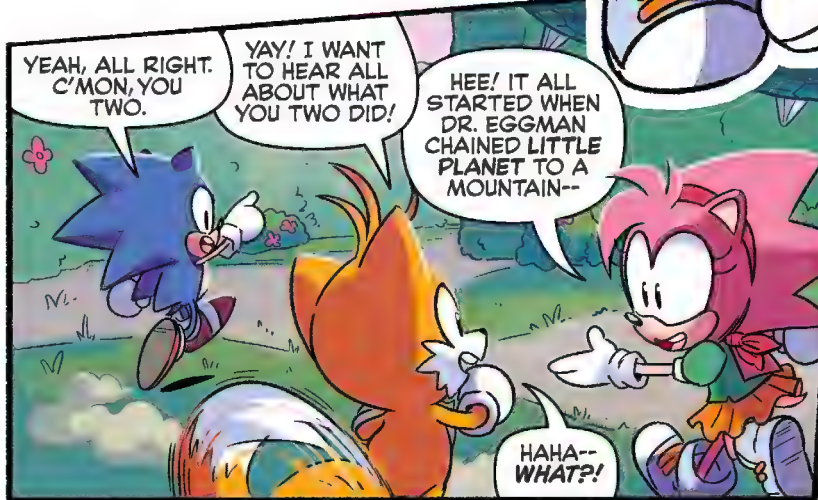
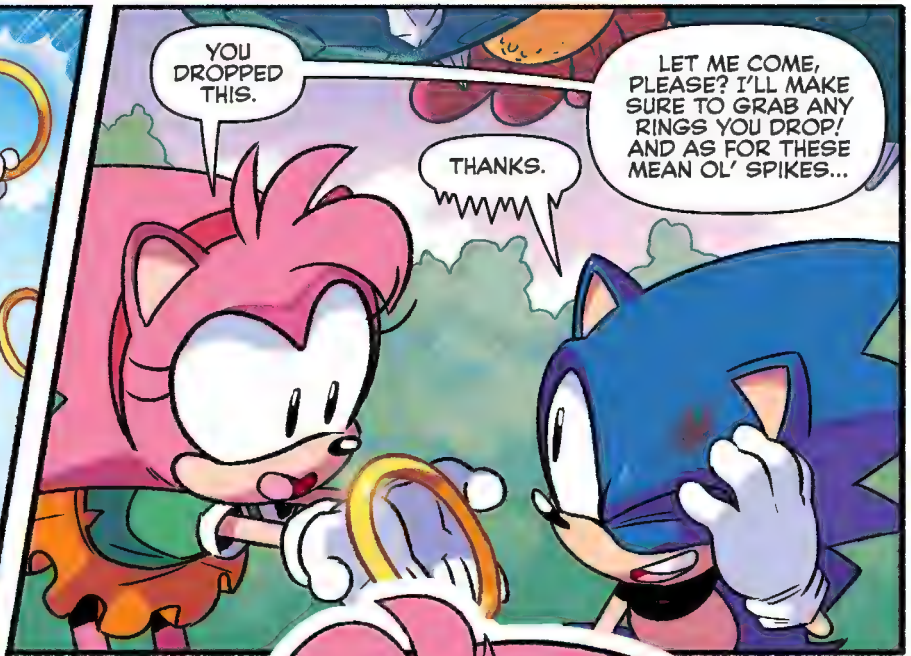
SONIC!
I *KNEW*
I'D FIND
YOU!

FIND ME?
WE'RE THE
ONES WHO
HEARD--

RUMBLE

HOLD THAT
THOUGHT.







WHAT IF
I CAPTURE
YOU ALL
AT ONCE
INSTEAD?!!
WHA HA
HA HA!

AFTER I
SOFTEN YOU
UP A BIT, OF
COURSE!

SKYEW

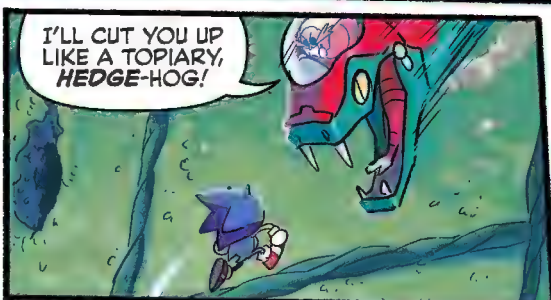


ARE YOU
OKAY?

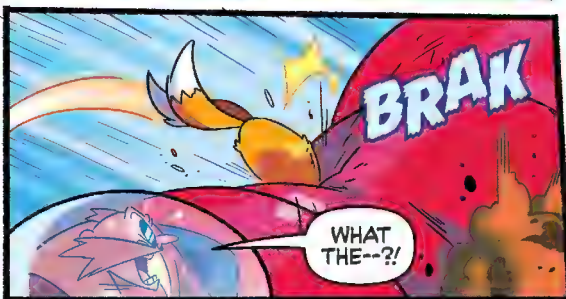
SPIFFY.

WHAT DO
WE DO?

THE DOC THINKS
HE'S BEING CLEVER BY
AMBUSHING US. I SAY WE
DO SOME AMBUSHING
OURSELVES!



I'LL CUT YOU UP
LIKE A TOPIARY,
HEDGE-HOG!

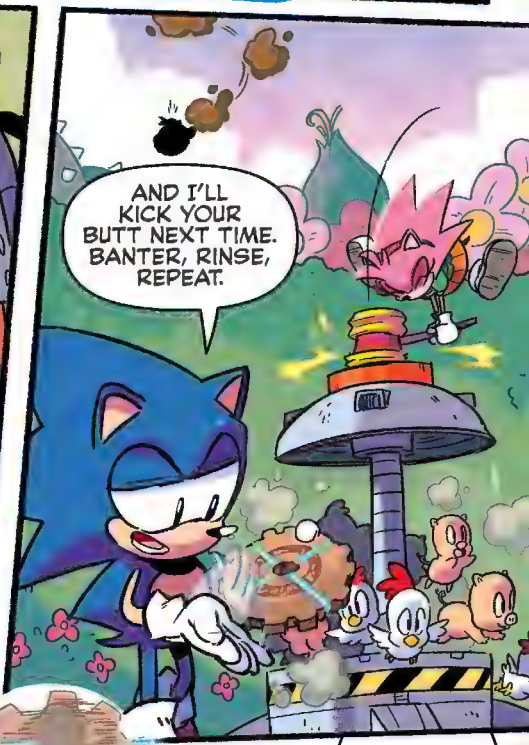
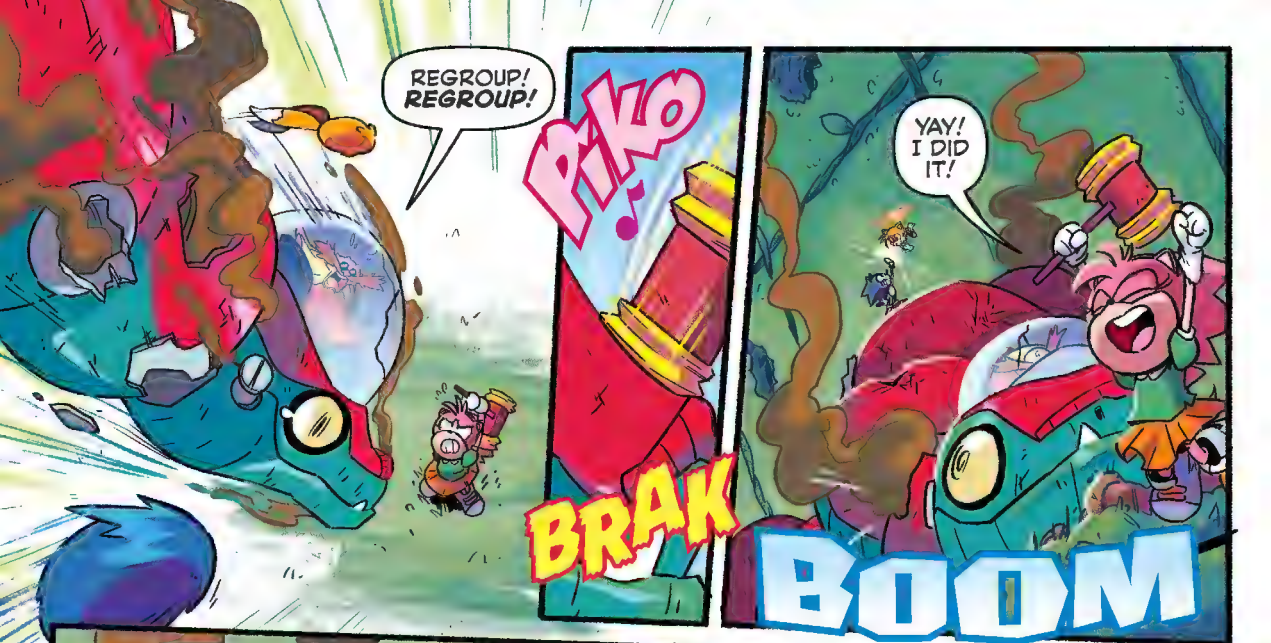


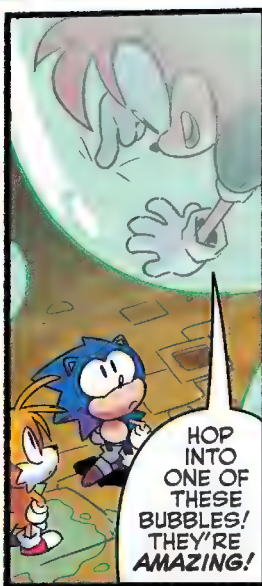
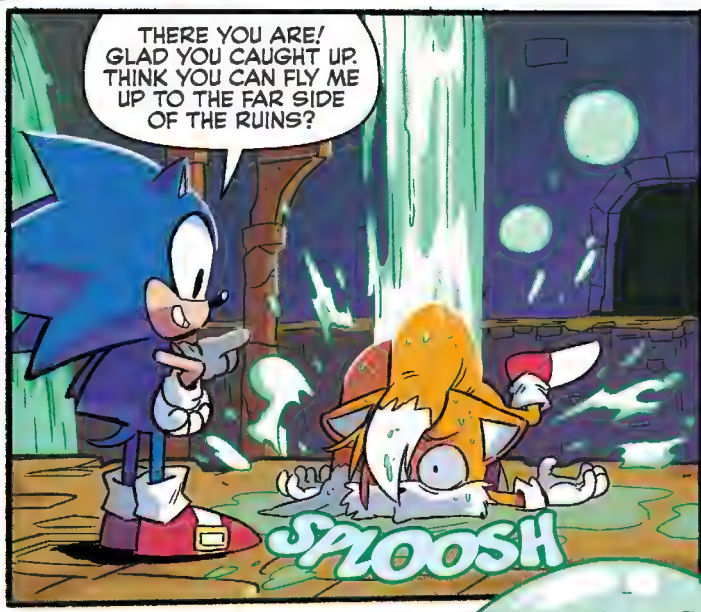
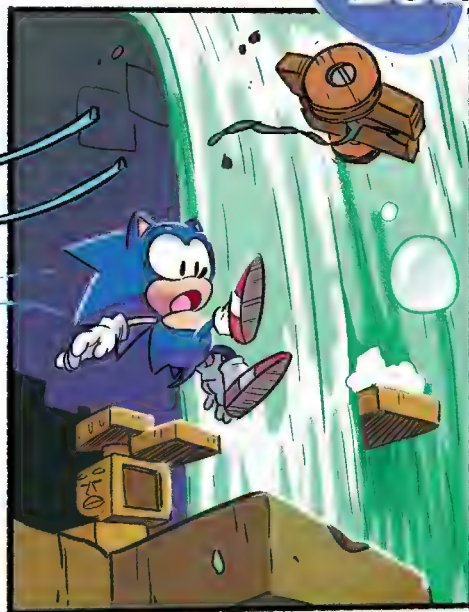
BRAB

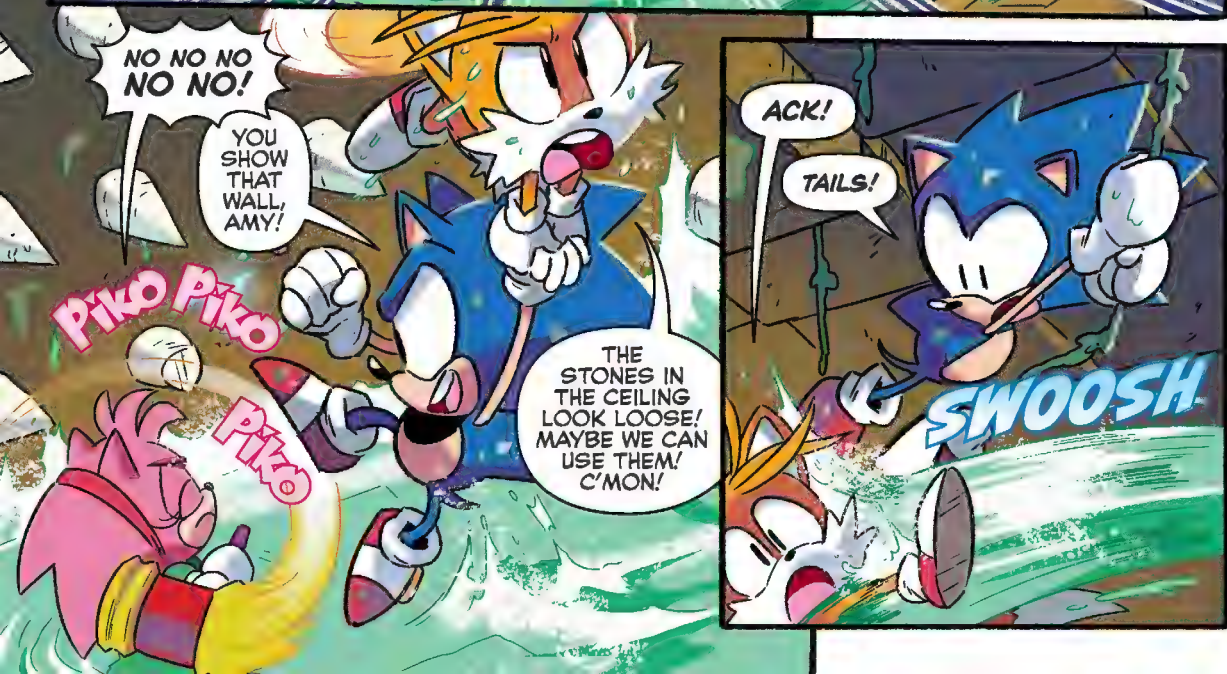
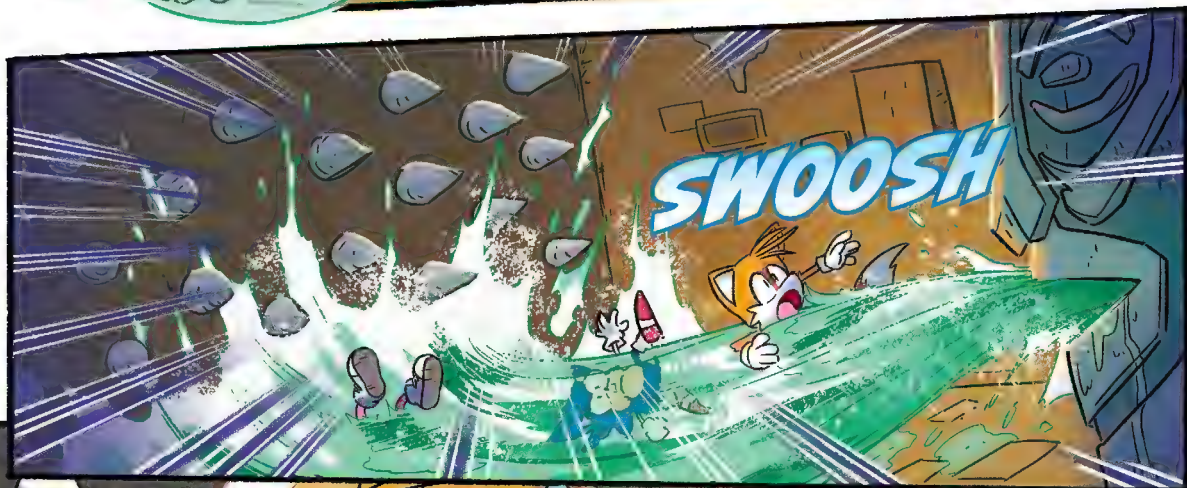
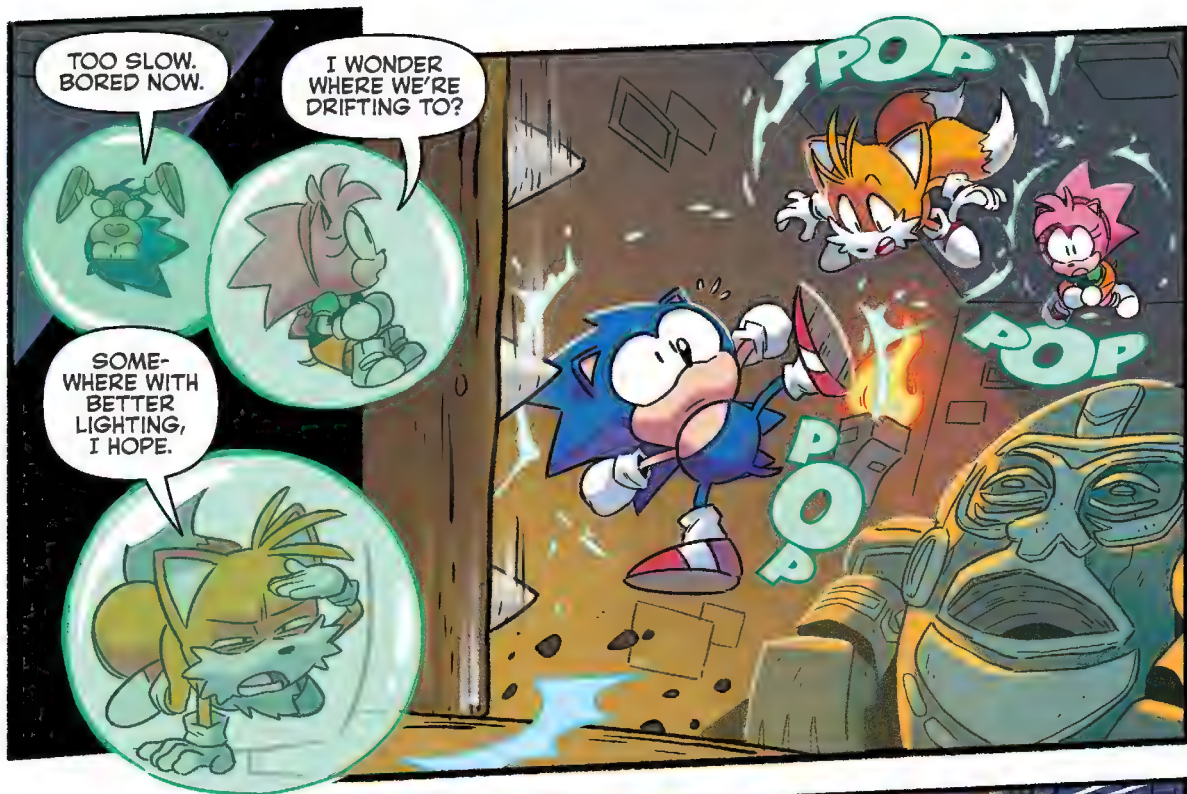
WHAT
THE--?!

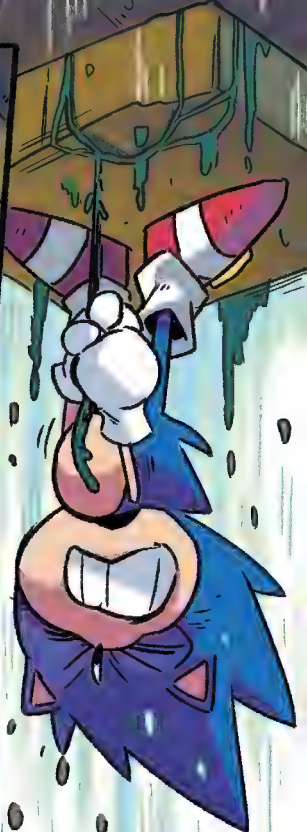
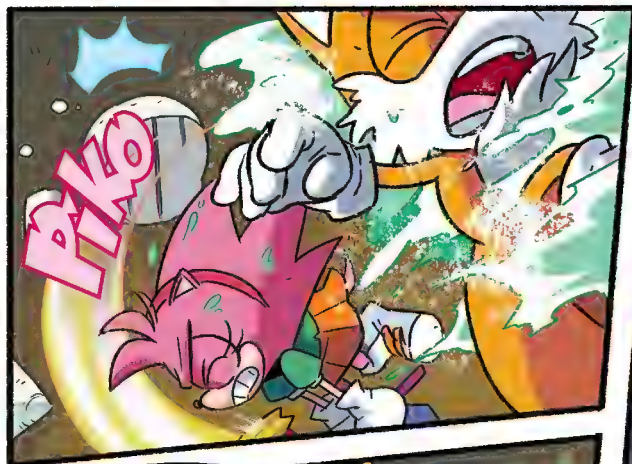


BRAB



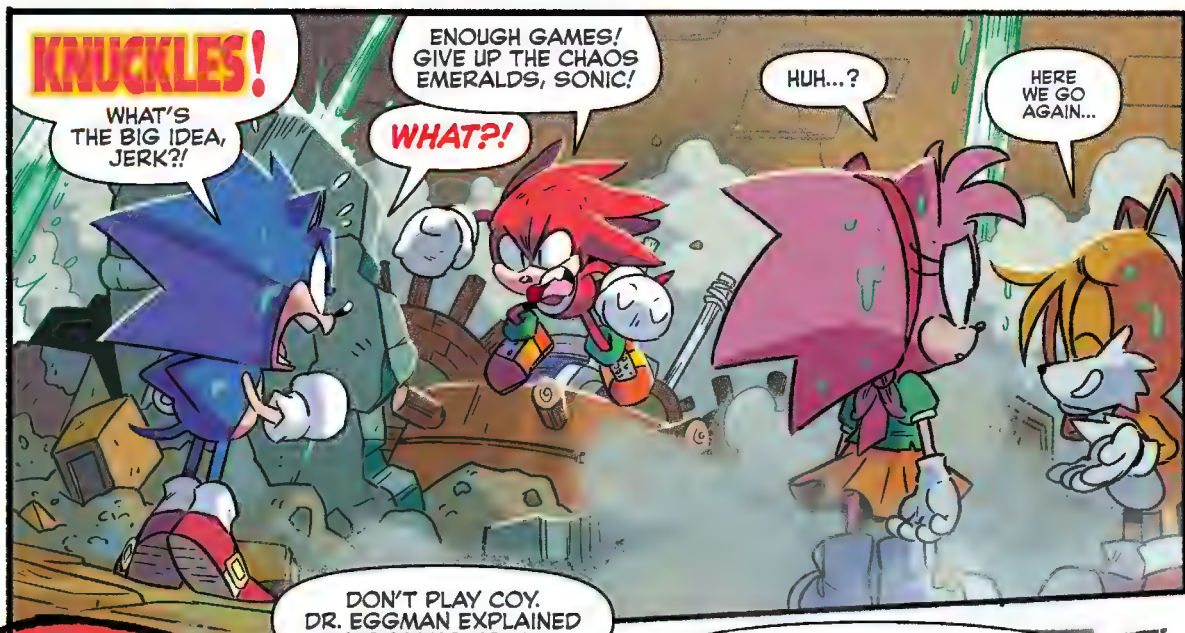


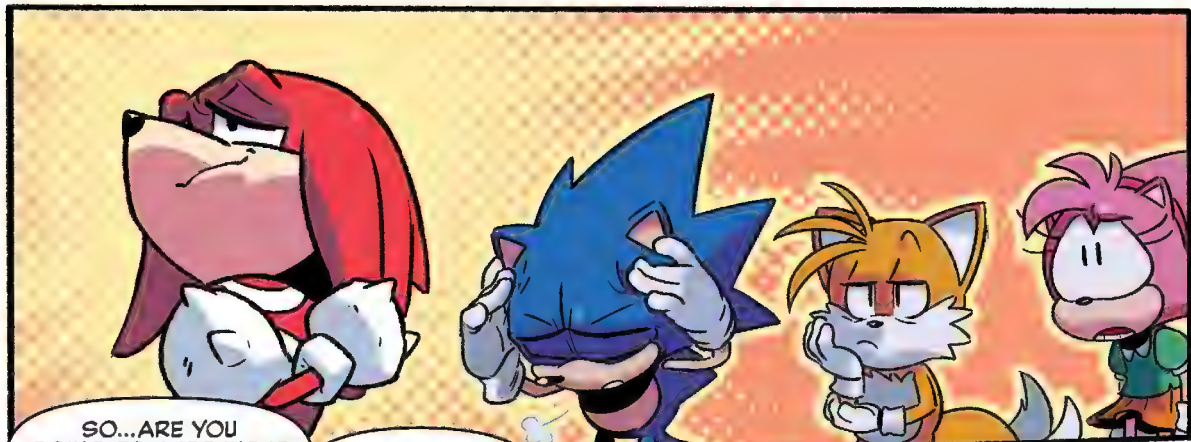




RRUMMBLE







SO...ARE YOU GOING TO SURRENDER THE CHAOS EMERALDS OR WHAT?

I DON'T HAVE THEM. IF I DID, I'D HAVE TURNED INTO SUPER SONIC BY NOW.

HE'S GATHERING RELICS CALLED THE "ANCIENT GEARS" TO RUN HIS NEWEST MACHINE! HE PROBABLY WANTED THE MASTER EMERALD TO POWER IT!

B-BUT EGGMAN SAID...

YOU DONE GOOFED, KNUCKLE-HEAD.



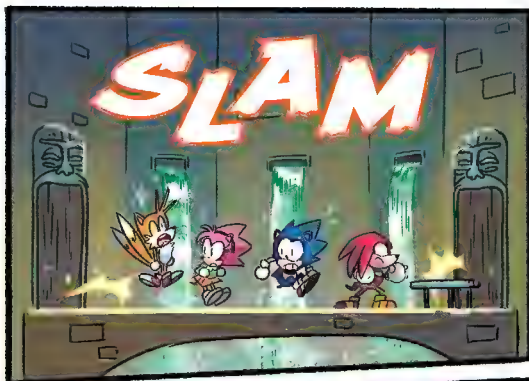
WAIT! DON'T GO ALL BY YOURSELF!



TAKE IT EASY!
FLYING OFF THE HANDLE
WON'T GET THE MASTER
EMERALD BACK!

BUT WHAT IF HE--
I DUNNO--DROPS AND
SHATTERS IT? HOW
WOULD I FIND ALL THE
PIECES?! IT'D BE NEXT
TO IMPOSSIBLE.

IT'S A PRETTY
RESILIENT ROCK, DUDE.
I DON'T THINK IT **CAN** BE
BROKEN. SO JUST CHILL
A SECOND AND--



SLAM



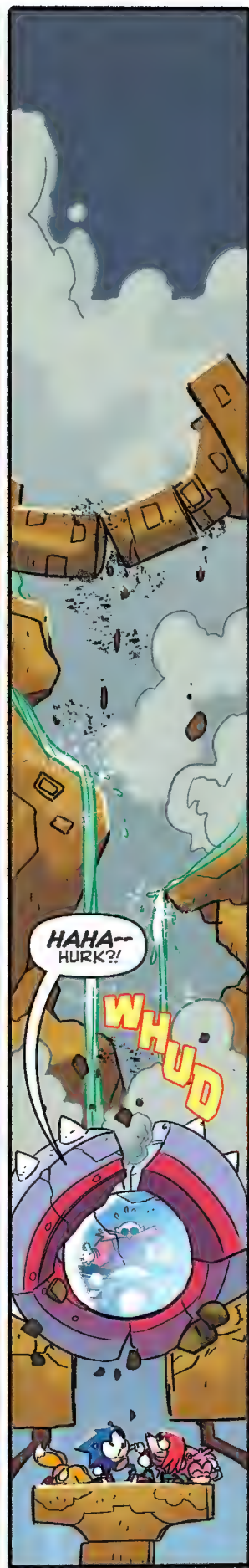
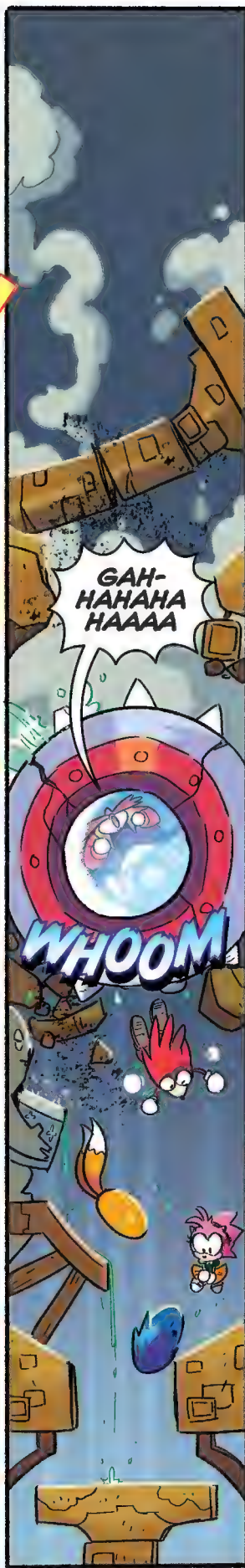
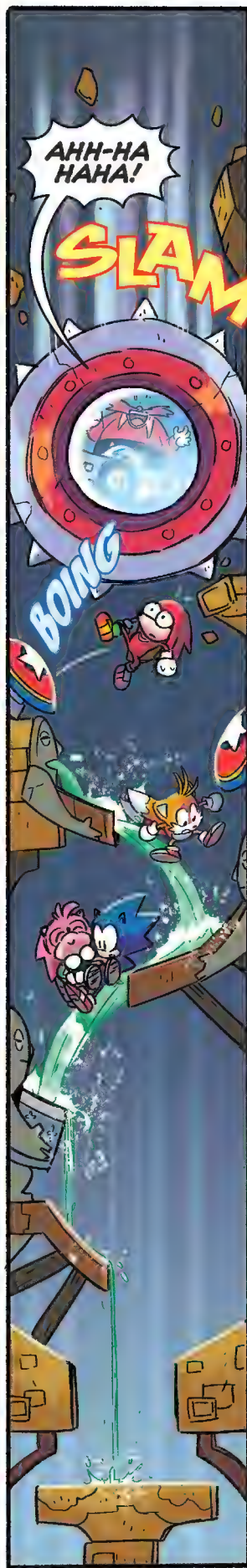
OH-HO-HO!
REST ASSURED,
MY GULLIBLE FRIEND,
I'M TAKING EXTRA
GOOD CARE OF
THE MASTER
EMERALD!

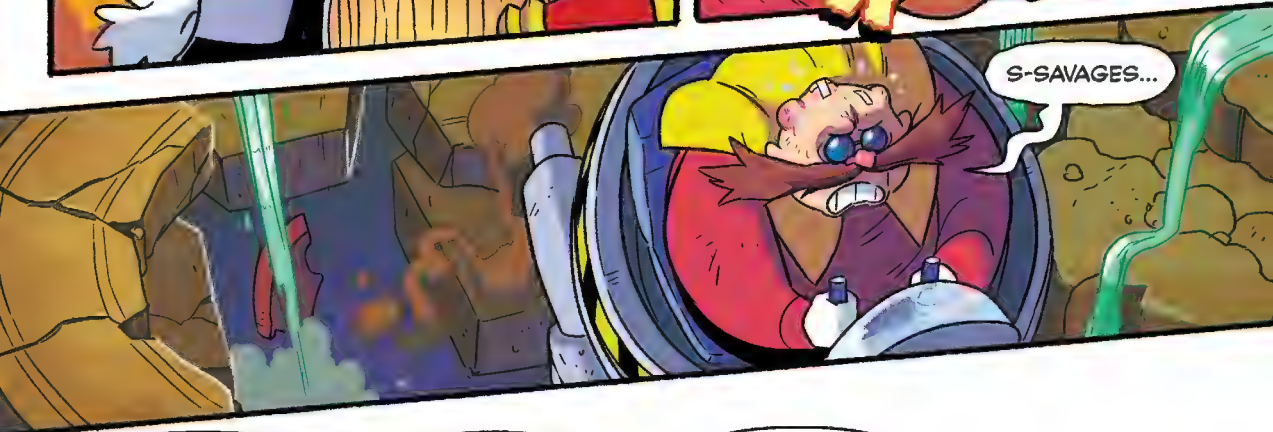
AND
NOW I'M
GOING TO
TAKE CARE
OF ALL OF
YOU!



S-SONIC...?

HEAD
DOWN!
**MOVE
IT!**





POOMF

LET'S GO,
GUYS! THERE'S
MORE ADVENTURES
TO BE HAD!

THANKS FOR JOINING US ON THIS
ALL NEW CLASSIC ERA ADVENTURE!
THE ADVENTURE CONTINUES IN
SONIC MEGA DRIVE--THE NEXT LEVEL--
COMING THIS FALL!

UNTIL THEN, YOU CAN CATCH
EVEN **MORE** SONIC GOODNESS WITH
SONIC THE HEDGEHOG, SONIC UNIVERSE,
SONIC SUPER DIGEST AND THE
GRAPHIC NOVEL LIBRARY!

Letter from the EDITOR

Editorial commentary that has been classically trained!



CREATIVE TEAM GOT THROUGH ACT ONE!

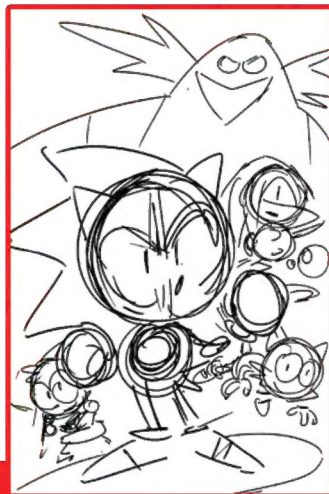
Hey, Sonic fans! Was that a blast or what?! Whether you are a hardcore Sonic fan, Sonic comic reader or just getting into the Sonic franchise for the first time, it is our hope that Sonic: Mega Drive was as fun and exciting for you as it was for us!

This year marks the 25th Anniversary of the Blue Blur, and we wanted to make sure we did something extra special for our boy. What better way to honor Sonic than by going back to his roots and putting a new spin on it?

Sonic comics writer Ian Flynn knows Sonic.

I mean he REALLY knows

Sonic. When I called Ian about doing a special "Classic"-styled story, he pretty much had it figured out already. We would tell the story of a lost game in Sonic's history. Something familiar, but new. When the script came in, I had a big dumb grin on my face the whole time I was reading it, and I just kept thinking, "he nailed it!"



ABOVE AND RIGHT: Sonic takes center stage in these cover thumbnail sketches by Sonic: Mega Drive artist Tyson Hesse! The top-most image served as the model for the final cover.



Of course, a comic isn't much of a comic without the artwork. It was a no-brainer to have Tyson Hesse, Matt Herms and Jack Morelli aboard this Classic Sonic bandwagon. Tyson's expressiveness and high energy fit the story to a T. From the moment Tyson sent in his character studies (as seen on this very page) I knew we were in for a real treat. Partnered with the gorgeous and vibrant colors of Matt and the crisp and dynamic lettering from Jack, the world of Mega Drive was brought to life.



Words cannot describe how proud I am of this team. Thank you all. I'm looking forward to what the Next Level brings! Also, a very special thanks to those at SEGA for their help, support and kindness on this very special project.

Finally, a big THANKS to you, the fans! We do it for you!

Vin
2016

– Vincent "Vin" Lovallo
Editor



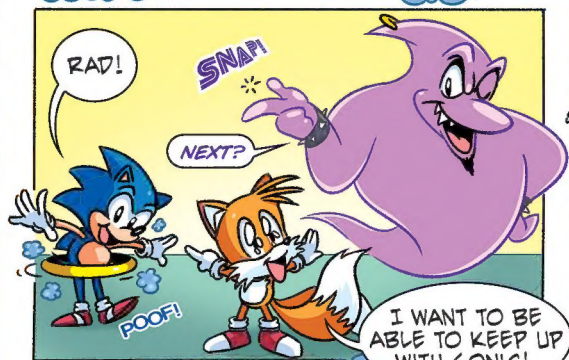
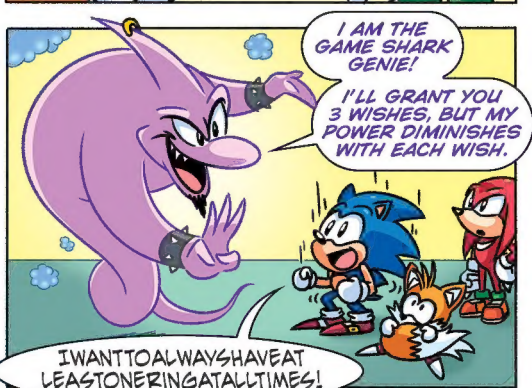
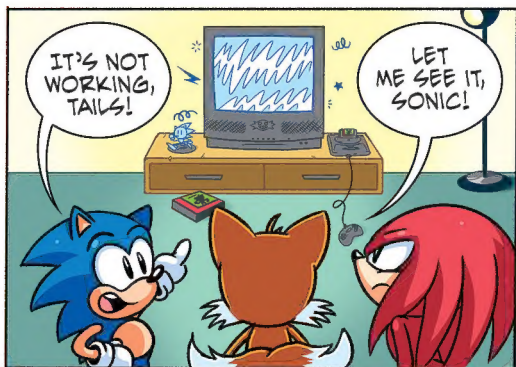


OFF PANEL

PROUDLY PRESENTS:

SECRET -ORIGINS- & KNUCKLES

SCRIPT: RON CACACE ART: VINCENT LOVALLO



POOF!!!

SONIC 3

Sonic The Hedgehog

& KNUCKLES

THE END

SONIC™

- MEGA DRIVE -

THE **NEXT** **LEVEL**



Art 2016

TO BE CONTINUED...

...NOVEMBER 2016



Sonic spins into a brand new, Classic-styled, *SUPER SPECIAL* one-shot *Mega Drive*! Join Sonic, Tails, Knuckles and Amy Rose on a brand new adventure—set after the fall of the Death Egg!

The nefarious Dr. Eggman is trying to build a new engine of destruction: the MEGA DRIVE, and it's up to Sonic and his whole crew to stop the mad doctor and save the day! Join Sonic and his friends in this special commemorative issue celebrating the 25th Anniversary of the Blue Blur!

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